

NEHEMIAH ONYANGO

Software Engineer — JavaScript / Python / Flutter

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PROFESSIONAL SUMMARY

Full-stack developer and product-minded engineer who designs, architects, and ships complete tools and applications end-to-end using React, Next.js, Redux, Flutter, and Python. Comfortable owning a product from problem definition through UX, data modeling, and frontend engineering. Currently expanding into IoT and hardware, and previously led early development on a fintech concept exploring more intuitive ATM interactions.

EXPERIENCE

Frontend Developer — Next.js, React, Redux

Marsonery Labs | Oct 2025 – Feb 2026

- Built features for an online learning management system using React, Next.js, and Redux for state management.
- Translated Figma designs into functional, responsive, user-friendly interfaces.

SlipKitchen | Product Owner & Lead React Engineer

- Designed a decision-support tool for sports bettors to track, structure, and analyze prediction strategies across multiple leagues and teams.
- Architected the data model (slips, prediction types, rationale, team whitelist/blacklist, historical outcomes) using IndexedDB via Dexie.
- Built a performance analytics interface to surface which prediction patterns perform best per league.
- Implemented structured note-taking and reasoning capture to improve future decision quality.
- Designed export features for sharing structured slips in social-media-friendly text and HTML table formats.
- Owned the full product lifecycle — problem definition, UX design, data modeling, and frontend engineering — with all features fully stateful and persisted locally.

Tech: React, IndexedDB (Dexie)

Portfolio-Ops | Product Owner & Developer Experience Engineer

- Built a Python CLI tool that automates developer portfolio updates, deployment, and Git workflows, cutting manual upkeep to a single command.
- Abstracted repetitive tasks — content updates, branching, commits, optional pushes — into deterministic, single-command operations.
- Designed opinionated yet extensible workflows that enforce consistency while allowing future customization.
- Laid groundwork for CI/CD hooks, GitHub API integration, and structured content schemas.

Tech: Python, Git, CLI tooling |

DevBrief | Product Owner & Flutter Engineer

- Built a Flutter desktop app that automatically discovers and indexes local development projects to help developers track side projects.
- Implemented a signature-based detection engine identifying frameworks, languages, and project types from raw file structures.
- Built a local metadata store (Drift/SQLite) to track project lifecycle, activity, and technology usage over time.
- Integrated Git state inspection to surface branch, change, and repository health at a glance.
- Designed a system to auto-generate developer portfolio artifacts (HTML/PDF) directly from real project data.
- Designed an intelligence-dashboard-style 'daily briefing' to surface dormant, active, and decaying projects, with dependency and environment health checks across codebases.

Tech: Flutter, SQLite via Drift |

EDUCATION

Software Engineering Bootcamp — PLP Academy, Kenya

PLP Africa Project Scholarship | Feb 2024 – May 2024

- Covered software engineering, Dart/Flutter, databases, entrepreneurship, web development, and Python programming.

Bachelor's Degree in Business Information Technology (Pursued)

Jomo Kenyatta University of Agriculture and Technology, Kenya

TECHNICAL SKILLS

Languages: JavaScript (3 yrs), Dart/Flutter (2 yrs), Python (1.5 yrs), C/C++ (1 yr)

Front-end: React.js, Next.js, HTML, Tailwind CSS

Back-end: Node.js (Intermediate), Flask (Basic), Django (Basic)

Databases: Supabase, Dexie.js/IndexedDB, SQLite, MySQL, MongoDB

Mobile: React Native with Expo

Tools: Git, GitHub, Docker